

XBOX

DEAD OR ALIVE 3

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DEAD OR ALIVE 3



TECMO KRAFT GAMES

Tecmo, Inc. P08M5053 25213-B Howlforce Blvd., Tecumseh, CA 90503
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About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions.

Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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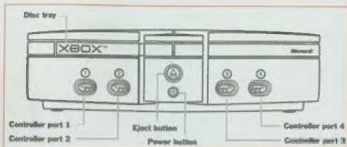
Thank you for purchasing Dead or Alive® 3 software for the Xbox™ Video Game System from Microsoft. In order to get the most out of the game, please read this game manual thoroughly before playing.

The game screens used in this manual may differ from those of the actual game.

Dead or Alive® 3 supports Dolby Digital 5.1ch. Dolby Digital 5.1ch output requires a compatible system including speakers and either an Xbox Advanced AV Pack or an Xbox High Definition AV Pack, both of which are sold separately.

Dead or Alive® 3 supports the progressive display format (480p), which requires a compatible television and an Xbox High Definition AV Pack (sold separately).

Using the Xbox™ Video Game System



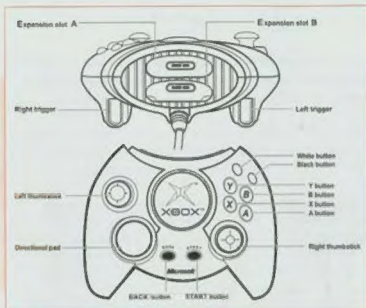
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Dead or Alive® 3 disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing Dead or Alive® 3.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller



1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Dead or Alive® 3.

DEAD OR ALIVE®3

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Prologue

Ryu Hayabusa, the Super Ninja, put a stop to the evil doings of Tengu Barikotsu-bo. But it was too late to stop the Tengu of Destruction from triggering a massive, worldwide collapse.

The collapse churns up a dense cloud that covers the entire planet in a shroud of darkness and fear. DOATEC has gone astray, turning into the hunting grounds for power-hungry scam artists.

This is when DOATEC's Development Department - a fortress for state-of-the-art military technology - witnesses the success of a genius. Following Project Alpha and Project Epsilon, the ever-ambitious Dr. Victor Donovan completes the Omega Project, producing a new superhuman.

Genra.

This man, who was once leader of the Hajin Mon Ninja, is no longer human. He - or It - is a force of singular and unprecedented capabilities.

A slaughterhouse has now been provided as the exclusive domain of the Omega superhuman. It is a realm that has come to be known as the World Combat Championship, "Dead or Alive 3."

Game Controls

This game is designed for use by one to four players. This section describes basic controller operations.

Directional pad

Controlling characters
Menu selection, etc

X button

Free (Hold and Guard)

Y button

Punch

A button

Throw (evade throw)
Confirm in the menu, then proceed to the next screen.

B button

Kick
Cancel in the menu and return to the previous screen.

White button

Punch + Kick

Black button

Tag change (for use during Tag battle only)

Right trigger

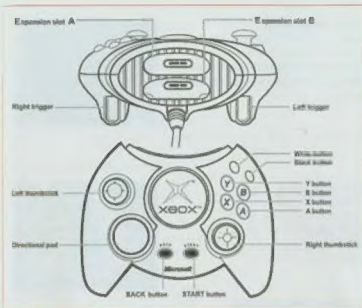
Free + Kick

START button

Pause during game
Confirm in the menu, then proceed to the next screen.

BACK button

Cancel in the menu and return to the previous screen.



Game Reset

You can perform a soft reset and return to the title screen by holding down the START and BACK buttons for three seconds.

Operations shown in black letters are battle operations.

● Represents the X button in the game. Likewise, ● represents the Y button and ● represents the B button.

* To play with two or more players, you will need to purchase a controller (sold separately).

* Use the Options mode (page 21) to switch the vibration function on and off.

* The operation method shown uses the default button assignments. Use Controller Settings in Options mode to change settings.

* Pressing the START button pauses the game.

Starting the Game

Game Mode Select

Press the START button on the Title screen to display the Game Mode Select screen. Use the directional pad to select a mode and press the A button.



Character Select

Use the directional pad to select a character, then press the A button. Next, use the directional pad to select the character's costume and press the A button.



Rules

1. Criteria for winning battles

In battle, the conditions specified below are required for a set victory and the player that wins the predetermined number of sets wins the battle.

- KO: Opponent's health falls to 0.
Time Up: Your health is greater than your opponent's at time up.

2. Draws and sudden deaths

A draw occurs when both parties have the same amount of health remaining at time up, or in the event of a double KO. In the event of a draw, both parties earn points for that set. If both parties reach the number of sets required for victory at the same time, a sudden-death match is held. If there is no clear winner even after sudden-death combat, the champion is declared the winner.

3. Continue

Press the START button within the allotted time following Game Over to issue another challenge.



Battle Screen



Set count:

Displays the number of sets required for victory. One light will illuminate for each set victory. The battle is won when all lights are lit.

Each side in a tag-team battle will show two life gauges. The life gauge for the character in combat will be displayed at the front.

Time:

Time up occurs when this counter reaches 0.
The side with the most remaining on his or her life gauge wins.

Life gauge:

A player loses if his or her gauge drops to 0.

About the menu during game pause

Pressing the START button during a game pauses the game. A menu screen will be displayed.



CONTINUE:

Closes the menu and continues the game.

COMMAND LIST:

Displays the command list for the character.

CHARACTER SELECT:

Ends the game and returns to Character Select screen.

QUIT:

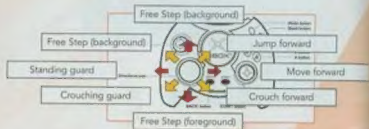
Ends the game and returns to the title screen.

Basic Operations

This section explains the basic operations applicable to all characters. The following operations assume that the character is facing toward the right.

Character Movements

- ⇐⇐ Forward dash ⇐⇐ Run
- ⇐⇐ Backward dash ⇐⇐ Crouching dash



Free Steps

- ⇐ Background movement
- ⇓ Foreground movement

Free steps allow you to control the character freely. During a free step, use the directional pad to move the character in any direction.

Let go of the directional pad to snap out of the free step.

Legend

The button shown is the X button, the button is the Y button and the button is the B button (when default settings are used).

⇐ Indicates a short press of the directional pad, while the ⇐⇐ indicates a long press.

Strikes

- Punch
- Kick



Each character has their own strike moves. Combining them with the use of the directional pad, you can execute various attacks.

Types of attacks

- | | |
|--------------------|--|
| High attack: | Hits standing opponents |
| Middle attack: | Hits both standing and crouching opponents |
| Low attack: | Hits both standing and crouching opponents |
| Super High attack: | Hits standing opponents, no guarding |

Critical Combos

When your opponent staggers, you have an opportunity for a series of attacks. String your strikes together in the right combination to cause maximum damage.

Guarding

- Standing guard
- Crouching Guard

Attacks can be made high, in the middle, or low. You can parry high and middle attacks with standing guards, and low attacks can be parried with crouching guards. You can guard against high attacks by crouching and low attacks by jumping.



Throws

👉👉 Ordinary throw



👉👉👉 Low throw



When your character is too close to your opponent, you can use the F + P buttons to throw him or her. Different characters have their own special throws. Use the directional pad in combination with the F + P buttons to execute more powerful throws.

Evade Throws

👉👉 Evading Ordinary throws

(well-timed) 👉👉👉 Evading a string of throws

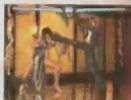
Ordinary throws can be evaded by pressing the F + P buttons the instant you're thrown. Some characters will throw again soon after the first throw. Well-timed use of the F + P buttons will enable you to evade that throw.

Holds

(Against a high attack) 🏹👉 High hold

(Against a middle attack) 🏹👉👉 Middle hold

(Against a low attack) 🏹👉👉👉 Low hold



By properly timing the entry of your command against the strikes of your opponent, you can fend off his or her attacks and launch a counterattack. Be aware, however, that the method of entering the Hold command differs depending on the type of strike.

Critical Hold

When you receive a hit as a counter, you may be forced into "critical status," during which time you'll be unable to guard yourself or attack. Critical Hold will relieve you from critical status, providing a chance to recover from an unwanted situation.

Down Attacks

🏹👉👉 Down attack



🏹👉 or 🏹👉👉 Follow-up attack



When a character goes down, you can execute a follow-up attack. Use the P or K button for the follow-up attack, depending on the character.

Down attack

Down attack causes more damage to the opponent, but it also gives the opponent an opportunity to retaliate while you are trying to attack.

Getting Up

Press 🏹 button several times in succession
Get up quickly at your present location

Press 🏹👉 button several times in succession
Roll toward the background and get up

Press 🏹👉👉 button several times in succession
Roll toward the foreground and get up

(While getting up) Press 🏹 button several times in succession
Rising middle kick

Press 🏹👉👉 button several times in succession
Rising low kick

Use the directional pad to get up after being knocked down. Some characters also have special attacks that can be used while getting up.

Game Modes

There are nine different game modes. Two players can play in Versus mode or during a surprise attack. When two or more people play, additional controllers are required (sold separately).

STORY MODE

This mode allows you to follow a story involving the character you have selected, and to attempt to complete the story. Battle in a tournament against the computer - if you defeat all of the enemies, the game will clear and you will be on your way toward completing the story. However, if another player interrupts during play, you must engage in battle with him or her.

At Game Over, the screen will switch to the Continue screen. Press the START button while on this screen to resume play from Game Over. There is no limit to the number of times the game can be continued.



TIME ATTACK MODE

In this mode your score represents the time it takes to clear the game of computer opponents. A single match consists of eight fights, while a tag match requires five. The result will be displayed after clearing the game. If the total time ranks you in the top 10, your name can be entered.



VERSUS MODE

This mode allows players to fight against each other. You can choose from a single match or a tag match. Various fighting styles are possible by changing the health and the number of settings in Options mode.

When the battle is over, a menu will be displayed.



AGAIN:
CHARACTER SELECT:
QUIT:

Repeats the battle under the same setting.
Return to Character Select screen.
Return to the title screen.

SURVIVAL MODE

This mode is one in which you fight against a succession of computer opponents until your health is depleted. Points are added according to the time that it takes you to clear a round and the items that appear during the game. The total score when the game is over determines your ranking. In this mode, your health recovers a certain amount after the completion of each round. The key point is to minimize damage while scoring the most points possible during battle. If the total score ranks you in the top 10, your name can be entered.

Surprise-attack combat OK
You cannot Continue in this mode.
The game will finish at Time up or in the event of a Draw.



Items appear when you beat your opponent or when you deliver a Down attack to the opponent on the ground. Items will give you health or points. There are several different types of items, and each has a different effect. Items will disappear after a certain amount of time.

Danger Reach

If you set off a danger explosion during a game, in addition to earning 3,000 points, you will enter bonus time known as Danger Reach. During Danger Reach, you can increase your score significantly, such as by earning double the normal points for items or earning extra points for strikes and throws. Set off another danger explosion while you are in Danger Reach to continue Danger Reach status. Your ability to maintain Danger Reach will be a major factor in achieving high scores.

* There are many other ways to earn points, such as time bonuses and appeal bonuses.

TAG BATTLE MODE

This mode allows you to enjoy a tag team of two characters and control them using the tag button. You can enjoy tag play from two to four players, but only two players can be in the battle at a time. Up to four players can play.

Supports attack counter (JK)

Characters can be hit by teams in any way you think of. You can control the same character twice in a row.

Entry

Use the directional pad to select the team you want.

The team with victory has players with victory and tag button on computer.



Four-Player Simultaneous Play

Four players can enjoy tag-team battle. A good combination of team members is the key to victory in four-player simultaneous play.

The number of characters players depends on the number of controllers to the controller ports.

A maximum of four controllers will be required. To play the game with two or more players, you'll need to purchase one or more controllers, which are sold separately.

Rules

Each of the four players controls a character with a set number of health points.

TAG CHANGE

Press F + P + K

Press F + P + K during a bout to switch a character in battle with a tag partner. Characters not engaged in combat will gradually recover their health. When a character has already been knocked out, he or she cannot be used again.

Tag Combos

When a character is hit by a tag partner, the status of the character will be changed. The tag partner can use a tag button to control a powerful unit.

Attack Change

Press F + P + K Attack Change

Press F + P + K Attack Change

The fighting character can switch places with his or her tag partner, which can then unleash an attack.

Down Attack Change

Press F + P + K Down Attack Change

By pressing the tag button, the tag partner can use a tag button to control a powerful unit. The tag partner unleashes a Down attack while the tag partner unleashes a Down attack.

Tag Combo Attack

Press F + P + K Tag Combo Attack

Press F + P + K Tag Combo Attack. The tag partner can use a tag button to control a powerful unit.

Either character can start a combo. The tag combo attack to be used depends on the combination of the two characters involved. When a character has been knocked out, the tag partner has been knocked out.



* Characters are not allowed to use the tag button when a tag partner is knocked out.

TEAM BATTLE MODE

This mode allows you to form a team of up to five characters so that you can battle team against team. You can play against another player or against the computer.

SPARRING MODE

This mode allows you to learn the basic systems and techniques of the game, and to practice moves freely. Use it to train for real battles by practicing basic and developing original attacks on bots.

- * This mode is for one player only.
- * There are no KO's. You can continue training until you exit this mode.
- * Press the START button on the sparring screen for the Sparring Mode Menu that allows you to change settings such as the behavior pattern and the COM. command list for a particular character, and to select and change settings.



SPARRING MODE MENU

CONTINUE
COM 1st ACTION
COM 2nd ACTION

COUNTER
COMMAND MODE
COMMAND LIST
RESET POSITION
CHARACTER SELECT
QUIT

Closes the menu and continues the battle.
Sets the action of 1st command.
Sets the action of 2nd command.
Sets the action of 3rd command.
Sets the action of 4th command.
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Sets the action of 99th command.
Sets the action of 100th command.

WATCH MODE

This mode allows the user to watch a computer-operated battle which is not available in the mode's turn-off.

- * Press a START button and battle between characters in which the selected player can be defeated in this mode.
- * When you want to change characters, choose them by pressing the START button and choose CHARACTER SELECT.
- * Select QUIT to exit this mode.

OPTIONS MODE

This mode allows a player to change game settings to suit his or her preferences. For further details, see page 22 "Option Settings."



Name Entry

If you are ranked in the top ten in the Time Attack or Survival modes, you can enter your name. You can also view the rankings inside the RANKING menu in Options.

Option Settings

Players can select OFFENSIVE MODE from the Game Mode Select screen to reconfigure their game to suit their preferences.

GAME SETTINGS

the game and rules

EXIT: \rightarrow EXIT	Exit the program
MAIN: \rightarrow MAIN	Main program
CALL: \rightarrow CALL	Call a subprogram
RETURN: \rightarrow RETURN	Return from a subprogram
END: \rightarrow END	End of program
EXIT: \rightarrow EXIT	Exit the program
MAIN: \rightarrow MAIN	Main program
CALL: \rightarrow CALL	Call a subprogram
RETURN: \rightarrow RETURN	Return from a subprogram
END: \rightarrow END	End of program

* Some games benefit from a little help in the early stages.

AJDO SETTINGS

Seit 1975 ist $\eta_{\text{eff}} \approx 0,5$ (s. Tab. 1).

MUSIC VOLUME	Sets the music volume
SFX VOLUME	Sets the sound-effect volume
VOICE VOLUME	Sets the character's voice volume
SOUND TEST	Lets you listen to the game's soundtrack

LANGUAGE SETTINGS

These are the language settings for use in the game:

$\frac{d}{dt} \left(\frac{\partial L}{\partial \dot{x}} \right) = \frac{\partial L}{\partial x}$	$F_x = -\frac{\partial V}{\partial x}$
$\frac{d}{dt} \left(\frac{\partial L}{\partial \dot{y}} \right) = \frac{\partial L}{\partial y}$	$F_y = -\frac{\partial V}{\partial y}$

CONTROLLER SETTINGS

These are the controller settings

[illegible]

VIDEO SETTINGS

To see if the printer settings are correct:

Applies only to wide-screen televisions

RANKING

You can check the rankings for Time Attack mode and Survival mode.

- TIME ATTACK RANKING Displays the ranking for the Time Attack mode.
- SURVIVAL RANKING Displays the ranking for the Survival mode.
- CHARACTER RANKING Displays the frequency with which each character is used.

SOFTWARE INFO

Displays information on the DEAD OR ALIVE 2.3 software.

EXIT

Exits the Options screen and returns to the Game Mode Select screen.

- * Save settings to the memory card or to the hard disk.
- * Exit the game if you attack the enemy base.

Basic Battle Know-How

The techniques and tips below will help you win Dead or Alive's battles.

Defensive Position

When you are about to be knocked to the ground, press the P, K, or I button to adopt a defensive position and avoid going down.

- * The defensive position cannot be used against some types of attacks.

Counters

See the character type of attack as your opponent strikes, throw in a counter, and strengthen it. A counter is used in responding to your opponent's attack. An attack is a situation where a strike causes to counter a throw or a throw is used to counter a hold, an even more powerful counterattack is launched during an opponent's damage to your opponent.

Attacks and defense by the wall

At the corner where a wall is, if you strike near the wall, you can send your opponent away from the wall. Or, by using it as a shield, you can putting some distance between yourself and your opponent. Or, by leaning back and toward the wall, will help turn the fight in your favor. You can also use some of the attacks to put an opponent who has not recovered from the hit against the wall. Some throws change if used near the wall.

* Escaping from the Wall

When you are thrown against a wall, you will not be pressed against it for a certain amount of time if you are still suffering from the damage.

Push a base cross \uparrow or \downarrow on your directional pad as you're getting up, so that you lean against the wall at an angle, so as you get up.











Off the Edge

Stages such as "LOST WOLFE" and "LORELEI" feature multiple levels. You can send your opponent off the edge by striking or throwing him or her near the edge of the stage, or by the wall. Be aware that falling to the lower levels of these stages will result in damage. The key to winning is using the steps to position yourself in accordance with the layout of the stage.

- When you send an opponent off the edge, your character will jump down after a short time and you will receive the damage.
- The tiered structure will differ depending on the stage. You cannot fall off the end of the stage.
- You can attack a character to send your opponent off the edge.

Characters

Dead or Alive 3 Legend

Symbol	Button used	Meaning
	Up button	Stand up
	Right button	Heavy Press
	Left button	Return to neutral position
	directional pad	Semi-circle
	directional pad	Full circle
	X button	Free button
	Y button	Punch button
	B button	Kick button
	Stick buttons	Perform the moves to the left and right of this symbol at the same time
	Stick	Perform the moves to the left of this symbol pause, and then continue with the moves to the right of this symbol

Instructions for keys apply when the characters are facing to the right

Kasumi

Kasumi is a kunoichi (female ninja) who was consumed as leader of the "Mugen Tenshi" style. Instead of accepting this position she became a runaway champion so that she might avenge her brother, Hayato, who was partially paralyzed by DOATEC.



Day after day she is forced to defend herself from attempts on her life by highly skilled assassins. One day, Kasumi learns that Hayate is to be at the DOA tournament. Though she finally meets her long-lost brother, this last encounter is impossible for a runaway she can't ever to return home in peace.

[illegible]

Ryu Hayabusa

...the modern-day samurai, is the best of his kind. His brother, Hayate, in the tournament he successfully brought down the otatsu-bō, the feared Tengu of the mountains who had brought terror to the whole world. But before he allows himself to relax in a new era of relative peace, Ryu Hayabusa must enter the tournament again, this time to save the world from Genra, an evil being created by the DOATEC.

[illegible]

Hitomi

Yumi is the daughter of a Japanese mother and a German karate master. She has been practicing karate under her father's tutelage since she was just a child. Yumi has always wanted to fight a DOA in order to test her formidable skills against the real world. And her father has always allowed her to participate.

There must be many powerful opponents in this world of H Tom, he is charged with the responsibility of handling himself with a new degree of enthusiasm.



		Attacks	
Melee	10	Melee	10
Throwing	10	Throwing	10
Fire	10	Fire	10
Explosive	10	Explosive	10
Electric	10	Electric	10
Ice	10	Ice	10
Wind	10	Wind	10
Earth	10	Earth	10
Light	10	Light	10
Dark	10	Dark	10
Water	10	Water	10
Fire	10	Fire	10
Explosive	10	Explosive	10
Electric	10	Electric	10
Ice	10	Ice	10
Wind	10	Wind	10
Earth	10	Earth	10
Light	10	Light	10
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Water	10	Water	10
Fire	10	Fire	10
Explosive	10	Explosive	10
Electric	10	Electric	10
Ice	10	Ice	10
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Explosive	10	Explosive	10
Electric	10	Electric	10
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Water	10	Water	10
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Explosive	10	Explosive	10
Electric	10	Electric	10
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Electric	10	Electric	10
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Dark	10	Dark	10

Zack

... he has a problem

he has forgotten to do what he always wanted to do - enjoy the many luxuries of a Las Vegas vacation!

[illegible]

Gen Fu

Gen F. fought in DOA to obtain the money needed to cure his sick granddaughter, Mei Lin, who was suffering from the ravages of a rare disease. Thanks to the prize money, Mei Lin is growing better and better every day. However, one last surgery, which will require a vast sum of money, is needed to cure her completely. To save the life of his granddaughter, Gen F. fights once again.

[illegible]

Brad Wong

One day, the old master Chen, great teacher of Zu Ba Xian Quan, says to Brad: Bring me the legendary drink that has the name is Genra.
These words are a puzzle to Brad Wong. His longish journey is search of the mysterious "Genra."
After three years of wandering, he finds himself in a fighting tournament.

[illegible]

Tina Armstrong

There's a good reason the word "woman" was not in the title of the professional wrestler Bass. She is a woman of bound energy and wit who tries to give people a taste of celebrity. Although she's a professional wrestler, she is a model of how to live life on your own terms.

See Table 1 for details. For each data set, the mean and standard deviation are given.



Attacks

[illegible]

Lying Body Attack

Throws

Task	1	2
1. Identify the main purpose of the text.	✓	✓
2. Summarize the main points of the text.	✓	✓
3. Analyze the structure of the text.	✓	✓
4. Evaluate the effectiveness of the text.	✓	✓
5. Reflect on your own learning.	✓	✓

Bass Armstrong

... is an undefeated bad guy
... is a wrestler

though Bass Armstrong has already stepped down from his job, he envisions DOA to help his daughter Tina from winning the tournament. Bass loves his daughter very much, but he has always wanted Tina to become a professional wrestler. Hearing that Tina now wants to be an actress, he is extremely upset. Hey, I don't remember allowing you to become a model... Okay, young lady, you're grounded!



Attacks

[illegible]

Thy over

Martin's Di	2*	2*	2
Sutter F mas			2
		4	2
			2
Long Hammer Throw	2	2	2
			2

Leon

Roland, a legendary thief of the Silk Road, died saying, "The man I love is the strongest man in the world." In order to justify his lover's last words, Leon entered the last DOA, only to be defeated. With no other choice, he decided to take Leon's place and become the strongest man in the world. He pledged his heart to the grave of a woman whose body was buried beneath the desert floor.

[illegible]

Attacks

Instrument	Part	Staff
Trumpet	1	1
Trumpet	2	2
Trumpet	3	3
Trumpet	4	4
Trumpet	5	5
Trumpet	6	6
Trumpet	7	7
Trumpet	8	8
Trumpet	9	9
Trumpet	10	10
Trumpet	11	11
Trumpet	12	12
Trumpet	13	13
Trumpet	14	14
Trumpet	15	15
Trumpet	16	16
Trumpet	17	17
Trumpet	18	18
Trumpet	19	19
Trumpet	20	20
Trumpet	21	21
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Trumpet	94	94
Trumpet	95	95
Trumpet	96	96
Trumpet	97	97
Trumpet	98	98
Trumpet	99	99
Trumpet	100	100

Threats

Music	100	100	100
Current Events	100	100	100
Current Arm Bar	100	100	100
Crazy Crash	100	100	100
at the ...	100	100	100

Bayman

A professional assassin acquired his training and military skills in the military. However, when he requested the task of assassinating a friend, Douglas sent a professional assassin to Bayman, but Bayman easily quashed this feeble attempt on his life. In retaliation against his former client, Bayman decides he'll show up at DOA



Gender	Male
Dob	October 10, 1991
Height	6'0"
Weight	231 lbs

Attacks

[illegible]

Throws

[illegible]

Jann Lee

Jann Lee, the fighter without a cause, still walks a lonely path. Though the reputation of Jann Lee - the Dragon, as he is called - is universal, his search for a stronger enemy never ends. His presence is still prominent in DOA, and his battle cry can still be heard.



Nationality:	Chinese	Attacks	
Gender:	Male	Dragon Cannon	☆☆☆☆
Birthday:	November 27, age: 20	Dragon Fist	☆☆☆☆
Blood Type:	AB	Upper Blow	☆☆☆☆
Height/Weight:	5'8", 165 lbs	Body Uppercut	☆☆☆☆
Body size:	B39" W31" H36"	Flash Spin Kick	☆☆☆☆
Fighting style:	Jeet Kune Do	Dragon Blow	☆☆☆☆
Occupation:	Bouncer	Dragon Knuckle	☆☆☆☆
Like:	Hamburger	Dragon Storm	☆☆☆☆
Hobbies:	Watching action movies	Triple High	☆☆☆☆
		Dragon Kick	☆☆☆☆
		Double Upper Kick	☆☆☆☆
		Dragon Step Middle	☆☆☆☆
		Snap Spike Kick	☆☆☆☆
		Dragon Strike	☆☆☆☆
		Dragon Elbow	☆☆☆☆
		Dragon Flame	☆☆☆☆
		Throws	
		Dragon Gunner	☆☆☆☆
		The Way of the Dragon	☆☆☆☆
		Bulldozing Head Lock	☆☆☆☆
		Front Face Lock	☆☆☆☆

Leifang

Leifang is known to many as the young genius of T'ai Chi Quan. Ever since Jann Lee saved her from a gang of thugs, she has entered DOA to test her skills against his. Jann Lee has demonstrated his superior skills in the last two tournaments, but Leifang won't let that stop her. "This time... This time, I am going to beat him!"



Nationality:	Chinese	Attacks	
Gender:	Female	Benken-Sho-Kioda	☆☆☆☆
Birthday:	April 23, age: 19	Benken-Soan	☆☆☆☆
Blood Type:	B	Choshitsu-Hoshin-Geki	☆☆☆☆
Height/Weight:	5'4", 110 lbs	Joho-Shichi-Sei	☆☆☆☆
Body size:	B34" W22" H34"	Hoso-Shu	☆☆☆☆
Fighting style:	Tai Chi Quan	Shichi-Sun-Ko	☆☆☆☆
Occupation:	College Student	Soku-Kanji	☆☆☆☆
Like:	Chinese Dessert	Senkyu-Ren-Tai	☆☆☆☆
Hobbies:	Aroma therapy	Sanren-Kyaku	☆☆☆☆
		Bun-Kyaku	☆☆☆☆
		Jessa	☆☆☆☆
		Hoko-Kisan	☆☆☆☆
		Hakaku-Kyoshu	☆☆☆☆
		To-To-Ho	☆☆☆☆
		Haisetsu-Ko	☆☆☆☆
		Senpu-Kyaku	☆☆☆☆
		Throws	
		Roshitsu-Yoho	☆☆☆☆
		Takuchu-Ken-ko	☆☆☆☆
		Rinei-Hisui	☆☆☆☆
		Toitsu-Kon	☆☆☆☆

Christie

Possessed of all the characteristics required of an assassin, this cold-blooded woman has undergone the ultimate adaptation - excelling in the art of She Quan, which she employs to the fullest. Christie has been hired by Donovan, leader of DOATEC's anti-Douglas faction, and enters DOA in order to keep an eye on Helena.



Nationality:	English	Attacks	
Gender:	Female	Jakei-Renbu	★★★★★
Birthday:	December 18, age: 24	Ben-Soja-Dakko	★★★★★
Blood Type:	B	Dokuja-Hangeki	★★★★★
Height/Weight:	5'10", 126 lbs	Dokuja-Tsufu	★★★★★
Body size:	B37" W23" H35"	Dokuja-Koto	★★★★★
Fighting style:	She Quan	Dokuja-Hisbo	★★★★★
Occupation:	Assassin	Keppo-Tokyaku	★★★★★
Likes:	Tomato juice	Ben-Kosen	★★★★★
Hobbies:	Driving	Dokuja-Chobi	★★★★★
		So-Hien	★★★★★
		Zenteki-Senpu	★★★★★
		Toku-So-Soku	★★★★★
		San-To-Ja	★★★★★
		Dokuja-Hiten	★★★★★
		Soja-Tensho	★★★★★
		Zenten-Dokuja	★★★★★
		Koshu-Tai	★★★★★
		Throws	
		Dokuja-Senraku	★★★★★
		Dokuja-Shutai	★★★★★
		Ren-Choshitsu	★★★★★

Helena

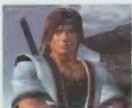
Helena is the illegitimate daughter of the coupling between Farne Douglas, leader of DOATEC, and his mistress. Whether she likes it or not, she is dragged into the intertwined conspiracies within the huge DOATEC organization as the only living relative of Douglas. Captured at last by the anti-Douglas faction of DOATEC, Donovan challenges her to win in the DOA tournament. If she really wants the truth, she has no choice but to fight.



Nationality:	French	Attacks	
Gender:	Female	Kasui-Sho	★★★★★
Birthday:	January 30, age: 21	Geimen-Ittai-Kataku-Sho	★★★★★
Blood Type:	AB	Hekiro-Kasui-Sho	★★★★★
Height/Weight:	5'7", 108 lbs	Senten-Koshu-Tai	★★★★★
Body size:	B35" W23" H34"	Saho-Sobeki-Sho	★★★★★
Fighting style:	Pi Qua Quan	Sohaki-Sho	★★★★★
Occupation:	Opera Singer	Rekkai-Kyaku	★★★★★
Likes:	Blanc Manger	Rigo-Tai	★★★★★
Hobbies:	Walking	Shashu-Ki-Kyaku	★★★★★
		Hoken-Soto	★★★★★
		Bokucho-Sen-Kyaku	★★★★★
		Uryu-Banda	★★★★★
		Zenheki-Koso-Tai	★★★★★
		Bokuho Attacks	
		Sensho-Koso-Tai	★★★★★
		Blanchu-Sen-Kyaku	★★★★★
		Junho-Shocho	★★★★★
		Throws	
		Sen-Heki	★★★★★
		Yoshi-Nyurin	★★★★★
		Yoto-Haibi	★★★★★
		Shosen	★★★★★

Hayate

Hayate is the brother of Kasumi and Ayane, and also the 18th leader of the "Mugen Tenshin" style. He was the subject of DOATEC's experimental superhuman project (Project Epsilon), in which he lost his memory. But, in the last tournament, he recovered his memory and was officially ordained as leader of the Mugen Tenshin style. He is now set to enter DOA again in order to defeat Genra, the superhuman created as a puppet of DOATEC's Project Omega.



Nationality:	Japanese	Attacks	
Gender:	Male	Benuki-Kairetsu	☆☆☆☆
Birthday:	July 3, age: 23	Benuki-Juji-Kyaku	☆☆☆☆
Blood Type:	A	Zanshin	☆☆☆☆
Height/Weight:	5'11", 165 lbs	Mugen-Bento	☆☆☆☆
Body size:	B43" W33" H39"	Hekku-Tensho	☆☆☆☆
Fighting style:	Mugen Tenshin Style Ninjutsu Tenjin Mon	Sho-Hatotsu	☆☆☆☆
Occupation:	Ninja	Rai-Getsubin	☆☆☆☆
Likes:	Sushi, Sukiyaki	Chiru-Shu	☆☆☆☆
Hobbies:	Judo, Zen	Nagare-Zuki	☆☆☆☆
		Tenko-Kyaku	☆☆☆☆
		Yoroi-Nuki	☆☆☆☆
		Kasane-Ate	☆☆☆☆
		Tenshin-Shosho	☆☆☆☆
		Juji-Kyaku	☆☆☆☆
		Hien-Sho-Kyaku	☆☆☆☆
		Sharin-Gasane	☆☆☆☆
		Throws	
		Kagero-Mawari	☆☆☆☆
		Naraku	☆☆☆☆
		Mugen-Raimai-Kyaku	☆☆☆☆
		So-Getsubin	☆☆☆☆

Ayane

Ayane is a half-sister of Kasumi and Hayate. Ayane's former teacher and foster parent, Genra, the leader of the Mugen Tenshin style in Hajin Mon, has disappeared. Ayane, now the most powerful Shinobi in Hajin Mon, learns that Genra has been turned into a puppet by DOATEC and its dastardly Omega Project. Seeing what has become of her beloved father figure, Ayane realizes that fate commands her to put Genra out of his misery.



Nationality:	Japanese	Attacks	
Gender:	Female	Benjin-Ryugaku-Sen	☆☆☆☆
Birthday:	August 5, age: N/A	Benjin-Koetsu	☆☆☆☆
Blood Type:	AB	Fuzan-Ryubu	☆☆☆☆
Height/Weight:	5'2", 104 lbs	Jirai-Enjin	☆☆☆☆
Body size:	B37" W21" H31"	Rasen-Urajin	☆☆☆☆
Fighting style:	Mugen Tenshin Style Ninjutsu Hajin Mon	Sajin-Shu	☆☆☆☆
Occupation:	Ninja	Soten-Kyaku	☆☆☆☆
Likes:	Mamoru glaze	Ryugaku-Sen	☆☆☆☆
Hobbies:	Beauty Treatment	Eiko-Fujin-Sai	☆☆☆☆
		Genmu-So	☆☆☆☆
		Sho-Ayane	☆☆☆☆
		Back-Facing Attacks	
		Rashin-Eiko-Sai	☆☆☆☆
		Kaza-Matsuri	☆☆☆☆
		Ei-Getsubin	☆☆☆☆
		Koku-So	☆☆☆☆
		Throws	
		Kiri-Madai	☆☆☆☆
		Ryugaku-Ko	☆☆☆☆
		Tsurara-Otoshi	☆☆☆☆
		Yami-Garasu	☆☆☆☆
		Setsuna-Otoshi	☆☆☆☆



Photo by Mark Seliger

MUSIC CREDITS:

"Home Tonight"

Performed by Aerosmith
Written by Steven Tyler
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"Nine Lives"

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Written by Steven Tyler, Joe Perry and Marti Frederiksen
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"Amazing"

Performed by Aerosmith
Written by Steven Tyler and Richie Supa
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